

Foxbat Furball



SETTING

Date: 19 January 1991, mid-day.

Location: Southwest of Baghdad, Iraq.

History: Captain Rick 'Kluso' Tollini was leading his flight of Eagles on their second MIGCAP of the day when AWACS reported two groups of bandits chasing an egressing Navy strike package. The eastern bandits turned back towards Baghdad and were later shot down. The western bandits engaged in a series of maneuvers that had them turn perpendicular to the approaching Eagles, thus foiling a potential AIM-7 shot and breaking radar contact. The maneuvers succeeded in getting the MiGs into a visual range engagement with the Eagles. Tollini's wingman, Captain Larry 'Cherry' Pitts, picked up the lead MiG in an auto-acquisition radar mode at 5 miles. While the other two Eagles provided a barrier against the east group of retreating bandits, Pitts was in the best position and engaged with Tollini temporarily assuming the wingman role.

Conditions: *Visibility:* 16; *Sun:* Edge 6; There is a thin undercast hugging the ground that aided in tallies but has no effect on game play.

CAB: LOW and SURFACE LOW.

Clouds: *Table Clouds:* none; *Cloud Border:* none.

United States Orders: Down both MiGs for a complete victory. Down a single MiG for a partial victory. The loss of an F-15 is an automatic mission failure. The loss of both F-15s is an epic failure.

Iraqi Orders: Exit both MiG-25s off a friendly edge for a moral victory. Shoot down a single F-15, regardless of losses, for an "Order of the Two Rivers" victory. Shoot down both F-15s, regardless of losses, for the "Mother of All Victories".

Game Length: No limit.

SCENARIO RULES

1. The **F-15s** carry 4x AIM-9M and 4x AIM-7M, but no drop tanks.
2. The **MiG-25s** carry 2x AA-6A and 4x AA-8B.

IRAQI AIR FORCE

1x MiG-25PDS w/ *skilled* (+1) aircrew

(set up second in the center of board area C, facing east or southeast, any speed, TAL 1, SURFACE LOW CAB)

1x MiG-25PDS w/ *skilled* (+1) aircrew

(at the start of turn D4+3 or the turn after the first MiG-25 is shot down, whichever comes first, place within 5 hexes of the north board edge, facing south, any speed or TAL in the SURFACE LOW CAB)

VARIABLE RULES

- 1-4 **No Doubt, Iraqi Pilots**
Replace one of the *Skilled* (+1) **MiG-25** pilots with a *Green* (+0) pilot (Iraqi player's choice).
- 5-9 **Confused Situation**
Neither **F-15** may fire at the second **MiG-25** for the first two turns it is on the board (unless that MiG fires at an **F-15**, and then the **F-15s** may fire normally).
- 10 **Better Lucky Than Good**
Both **No Doubt, Iraqi Pilots** & **Confused Situation**.

SCENARIO RULES (Continued)

3. Citgo 22 starts the game with a lock-on to the first **MiG-25**.

AFTERMATH

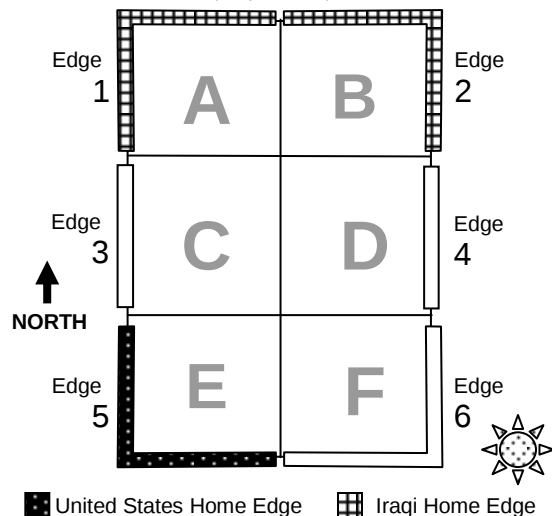
Pitts fired an AIM-9, then an AIM-7, and then a second AIM-9, all of which were decoyed by flares or failed to fuse. Incredulous at this turn of events, Pitts was finally able to down the first MiG-25 with his second AIM-7 shot. With the demise of the first Foxbat, Pitts visually picked up the second MiG-25 which had been following his leader 5 miles in trail. Tollini simultaneously picked up the second MiG with his radar and began to chase him down. After ensuring the intruder was not a friendly, Tollini fired an AIM-7 whose rocket motor failed to light and an AIM-9 which appeared to do no damage. Tollini finally was able to down the MiG with his second AIM-7. After the fight, Tollini wondered if the MiG pilots were just lucky, or perhaps well trained Soviet advisors.

NOTES

This scenario was playtested with F-15A and MiG-25P stats. Use F-15C and MiG-25PDS stats when they become available.

SCENARIO SET-UP

(45 by 30 hexes)



UNITED STATES AIR FORCE

Elements of the 58th TFS 'Gorillas'

Citgo 21

1x F-15C w/ *veteran* (+2) aircrew (Capt. Rick 'Kluso' Tollini)
(at the start of turn 2, set up in a legal wingman hex off Citgo 22, at the same speed as Citgo 22)

Citgo 22

1x F-15C w/ *skilled* (+1) aircrew (Capt. Larry 'Cherry' Pitts)
(set up first in the center of board area E, facing north, any speed, TAL 6, LOW CAB)

VARIABLE RULES

- 1-6 **Poor AIM-7 Performance**
The Malfunction Roll for the AIM-7M missiles is 1-4 rather than 1 (according to Tollini, "the AIM-7 was less than reliable throughout the war, and Bitburg pilots in particular experienced a large number of malfunctions").
- 7-9 **Joker Fuel**
Both F-15s have 2 afterburner boxes instead of 4.
- 10 **Pucker Factor**
Both **Poor AIM-7 Performance** & **Joker Fuel**.